

SHAH!

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\$5.00 per game (this includes a subscription)
\$3.50 per game for standbys.

Game time extend subscriptions for the length of the game.

1980 IC (Visual 112)

INT'L 1980 GERMAN AND TURKISH DRAFTS NET MASSIVE NEW ARMIES;
ENGLISH SHIPBUILDERS ON OVERTIME; FRANCE'S
SOUTHERN FORCES DISBAND.

AFRICA (Lewis): B A Bud (has A Vie, A Ser, F Alb) = 4

ENGLAND (Byrne): B F Edl, F Lon (has F Nwy, F Eng, A Bre) = 5

FRANCE (Gauguin): R A Mar (has A Bur, F Pic) = 2

GERMANY (Young): B A Mun, A Kie, A Ber (has A Den, F Hol,
A Bel) = 6

ITALY (Phillips): B A Rom (has A Ven, A Pie, F Tun) = 4

RUSSIA (Marshall): B F StP (nc), A Sev (has A Fin, F Swe,
A Gal, F Rum) = 6

TURKEY (Wilson): B A Smy, A Ank (has A Gre, A Bul, F Con) = 5

CPRESS:

PARIS: Further DESPERATION next Spring...Many thanks to
KNIFE-BEARERS (see also PSALM 3: 1-2)...

TRAIT TO FRANCE: You're excused. Think you can do it again?

ITALY TO ENGLAND: Bravo!!!

SPRING 1981 DUE FRIDAY, DECEMBER 5th.

FALL 1981 DUE FRIDAY, JANUARY 9th.

(The mail will probably get slower starting soon. Please take
that into account when mailing your orders. Thanks.)

NEW GAME IN THE OFFING

When I first entered this hobby, I hoped I'd be able to get into an all-Canadian Mensen game. Not for any political, chauvinistic, or nationalistic reasons, but as a way of getting to know people I might be able to meet face to face someday. (The chances of my getting to California within the next few years are virtually zero.) Another consideration is mail service: there seems to be a monster lurking in the Mississippi which eats letters.

Lately I've heard from enough Mensans in Canada and the Northeastern USA expressing interest in POSTAL DIP to suggest that a NORTH-1 game might be feasible. I'm sending all those I've heard from copies of this issue hoping that they'll decide to join such a game.

Let's call it North-1 for now.

North-1 will be a regular game, open to Mensans in Canada, Alaska, and the continental USA east of the Mississippi and north of the Mason-Dixon Line. Because the DIP SIG has reached (or is about to reach) its membership ceiling, players do not have to be members of the SIG, though it's expected they will apply to be put on the waiting list. To do so write to Fred C. Davis, Jr. (His address is given on the next page.) Dues are \$2.00 per year and members receive DIPLOMAG, a bimonthly newsletter describing SIG news and events.

Back at the ranch, if you want to get into North-1, write to me directly. When I've heard from 8 people (7 players and 1 standby), I'll get the machinery in motion to get the game going. **DO NOT SEND GAME FEES AT THIS TIME.**

SUB RATES, GAME FEES

You may have noticed a list of prices under my logo. These do not apply to players in Mensa #12 (1980 IC) who have already paid under my original rate.

When I first entered this venture I had no idea of the costs of how everything could run. Now, I think, I've got it straightened out.

During July and August I do not have access to an alcohol stencil machine, so I have to get Xerox copies at 25¢ a page. So I'll just be sending out the barebones game report to players only during those months.

You may pay by personal cheque, money order, or stamps (American stamps are welcome: I need them for SASEs).

SIG NEWS

Fred Davis asked us to pass along the results of the recent election for the position of Jr. Committeeman. Gladly!

Ed Bannle:	11	Congratulations Ed!
Stanley Dunn:	4	(But what happened to the other
"No. Vote":	3	50 or so SIG members? The right
Total:	18	to vote is a rare privilege in this
		world.)

The SIG officers are now:

Chairman and Publisher:

Fred C. Davis Jr., 1427 Clairidge Rd., Baltimore, MD 21207

Senior Committeeman:

Bill Young, P.O. Box 907, Clearfield, PA 16830

Junior Committeeman:

Ed Bannle, 4521 Milwaukee Ave., Chicago, Ill., 60630

Don Horton, the retired Senior Committeeman, will be missed. His zine, CLAW & PANG was a pleasure to receive. Don ran both open and all-M games for years and filled a need in the SIG for Ms to play each other and non-Ms. It was the demise of C & P that necessitated the appearance of "micro-zines" (of which this is one). An era in the history of the hobby has come to a close.

RULES

I've been asked what happens when a player fails to submit a removal order. This is a very difficult situation for any GM to be in. The general rule for removal of units by a GM is to select those units which will least affect play. Further, all things being equal, fleets are removed before armies.

In making the choice, I have to make certain assumptions. For example, I consider protection of Home Centres is more vital than protecting conquered centres. Further, protection of any centre is more important than protecting an area of purely strategic importance. I consider short term possibilities over longer term ones (after all, I won't be making subsequent games). A fleet or army isolated from the rest of that player's units will probably be the first to go. If I am forced to give an advantage to one player over another in such a situation, I'll side with the weaker player with fewest units in centres. That's about as fair as one can be in an unfair situation.

...also been asked about CIVIL DISORDER. If a player with three or more units fails to submit orders, then I'll call for a standby to submit orders for the next season. If the player then submits the next set of orders, they will be used. If not, the standby takes over. In other words, two misses and you're out (unlike baseball)

In the case where a country has only one or two units, I will not call for a standby. At the next season's deadline, if I still haven't heard from the player, a state of CIVIL DISORDER will be declared--effective on that date.

It shouldn't make a difference to other players whether a player has retired or is in CIVIL DISORDER. In either case all units hole in place with no support. The only difference is that a defeated unit cannot retreat if a country is in CIVIL DISORDER. It is automatically annihilated.

Remember, if I do not receive a retreat order, under all circumstances, the unit will be annihilated.

THE OTHER WORLD

SWEDEN: During WWI Sweden attempted to remain neutral and retain its right to trade with any country. Seeing as this favoured Germany more than the Allies, the Allies blockaded Sweden. The blockade became especially effective with the introduction of unrestricted submarine warfare. Sweden suffered from severe food shortages as a result.

A change in government in 1918 (Sweden was--as is-- a parliamentary democracy) lead to a change in trading policy. Great Britain and the USA agreed to allow Sweden to receive produce provided it limited its exports to Germany and placed a large part of its merchant fleet at the Allies' disposal.

After the defeat of Germany and the collapse of the Russian government, Sweden found itself with a powerful economic advantage which helped it make the transition to a modern industrialized state.

* * *

Correction: Last month I mentioned that Portugal and England had been allies since 1915. I was wrong: the alliance goes back to about 1400. (Thanks Fred.)

Meanwhile, I hope you all exercised your right to vote. American presidential elections can have serious repercussions for the rest of the world. They are followed with close attention here.

in December.

Ron